



FEDERAZIONE ITALIANA
TIRO DINAMICO SPORTIVO



DISCIPLINA SPORTIVA
ASSOCIATA RICONOSCIUTA
DAL CONI

Present

Venice Shotgun Match



***SHOTGUN Level III°
IPSC Competition***

16 - 17 Maggio 2015

“Le Tre Piume” Shooting Range **Agna** (Pd)
(The SG-WS2015 shooting range)



FEDERAZIONE ITALIANA TIRO DINAMICO SPORTIVO



DISCIPLINA SPORTIVA
ASSOCIATA RICONOSCIUTA
DAL CONI

PARTECIPATION :

Requirements for Match participation:

- ITALIAN Shooters, must be in good standing with the FITDS 2015 membership
- FOREIGN Shooters, must be in good standing with their Respective Region and with IPSC 2015 membership

MATCH SCHEDULE:

Be needed two days to complete the match

- Saturday 16 May: n° 8 stages
MEETING at 7.30 AM – FIRST SHOT at 8.00 AM
- Sunday 17 May: n° 6 stages
MEETING at 7.30 AM – FIRST SHOT at 8.00 AM

MATCH MAXIMUM CAPACITY:

n° 196 Competitors

MATCH DETAILS :

14 stages – 193 minimum rounds

Birdshot: 118

Slug: 37

Buckshot: 38

MATCH DIRECTOR :

Mr. GAVINO MURA

DIVISIONI ALLOWED:

Standard, Standard-Manual, Open, Modified
As IPSC Rulebook in force

REGISTRATION:

Registration Fee: **€ 100,00** (bank fees and charges at your expense)

ITALIAN Competitors: On-Line by “ Ma.Re.” ONLY

FOREIGN Competitors: email Registration:

consigliere.ricciardi@fitds.it

payment by Bank transfer ONLY:

Banco di Brescia Spa Ag.: Gardone Val Trompia

IBAN: IT42 R035 0054 5400 0000 0040 128 ***BICC:*** BLOPIT22XXX

INFORMATION:

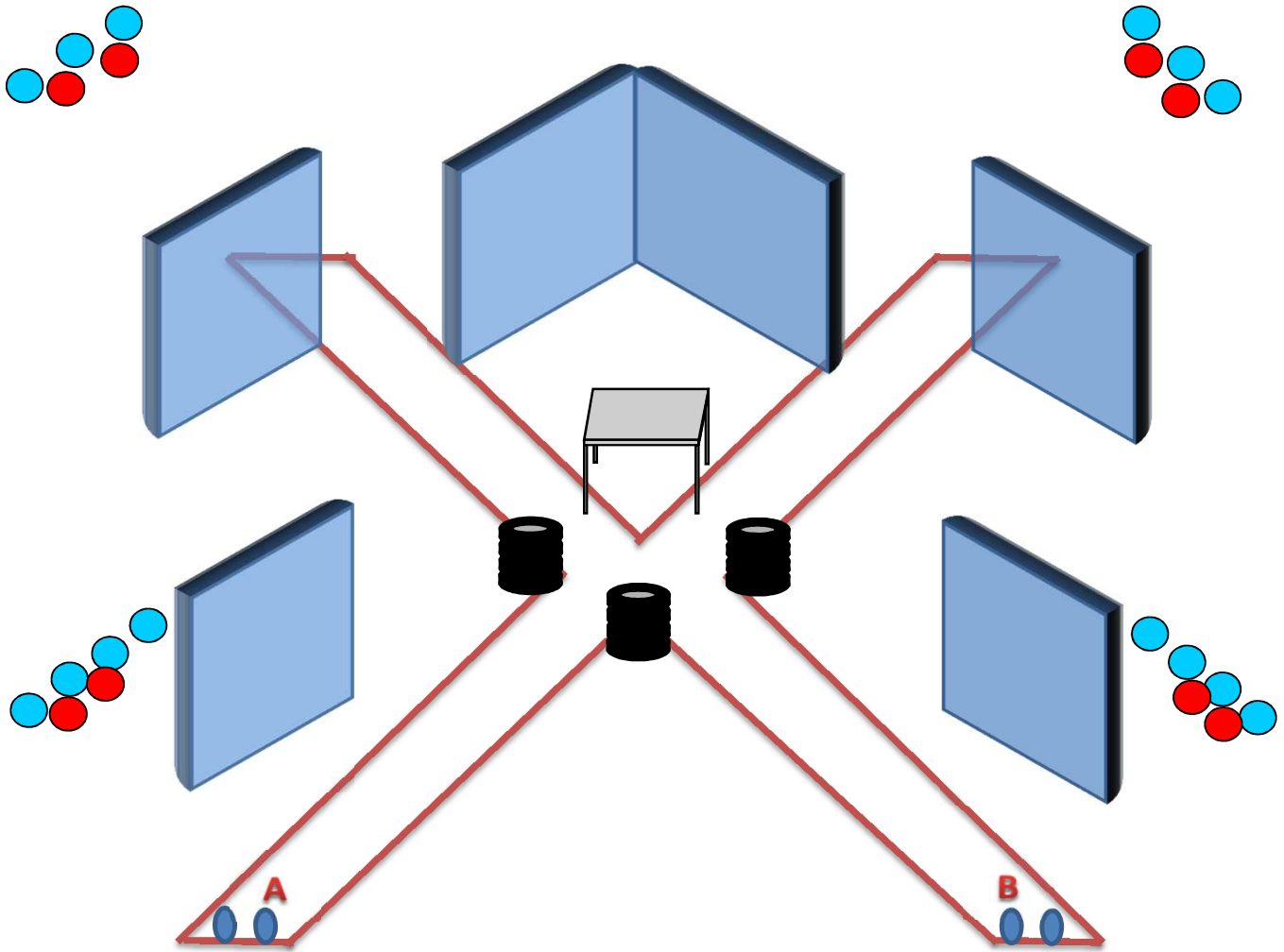
F.I.T.D.S. : consigliere.ricciardi@fitds.it – www.fitds.it

WEAPONS and AMMO:

Each Shooter, according with IPSC-FITDS Rulebook, must be in good standing under their personal responsibility with the laws down for the use and the transport of weapons. The Organization Committee accepts no liability for failure compliance with the Act.

Match Profile												
STAGE	EXERCISE TYPE	DISTANCE	IPSC TARGETS	IPSC A4 TARGETS	IPSC POPPERS	Frangible CLAYS	PLATES	NO-SHOOTS	MINIMUM ROUNDS	MAX POINTS	AMMUNITION	Best Hits
1	Medium Course	7-12 m					14	8	14	70	BIRDSHOT	1
2	Short Course	10-15 m			4	2	2		8	50	BIRDSHOT	1
3	Short Course	10-15 m			3	5		2	8	40	BIRDSHOT	1
4	Medium Course	7-15 m			4		12	9	16	80	BIRDSHOT	1
5	Medium Course	10-20 m	2	4	2		8	2	16	110	BUCKSHOT 9	2
6	Long Course	7-15 m			6	14	8	4	28	140	BIRDSHOT	1
7	Short Course	8-15 m			4	4		1	8	40	BIRDSHOT	1
8	Medium Course	7-18 m		2	2	6	4		14	80	BUCKSHOT 9	2
9	Long Course	7-18 m			7	9	12	4	28	140	BIRDSHOT	1
10	Short Course	3-22 m	3			4			7	35	SLUG	1
11	Medium Course	7-25 m	14					3	14	70	SLUG	1
12	Medium Course	5-25 m	14			2		5	16	80	SLUG	1
13	Short Course	8-18 m		5		2	1		8	65	BUCKSHOT 9	2
14	Short Course	8-20 m			4		4	3	8	40	BIRDSHOT	1
Total			33	11	36	48	65	41	193	1040		
Ratio:	Long Courses		2			Ammo :	Birdshot	118				
	Medium Courses		6				Slug	37				
	Short Courses		6				Buckshot	38				

Stage 1:



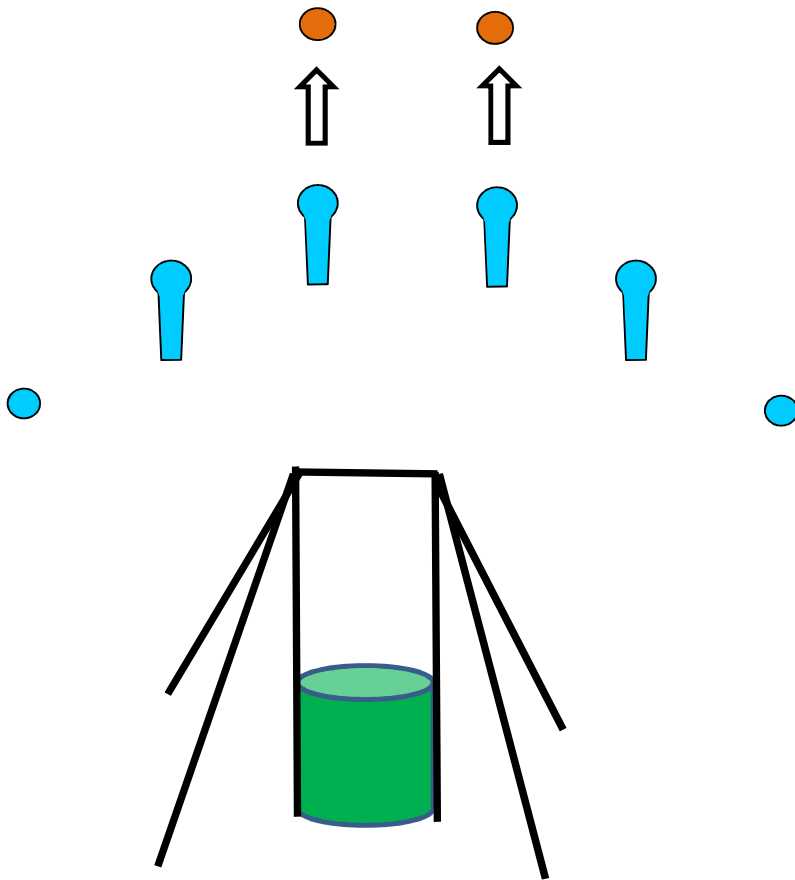
Type:	Medium Course	Targets:			
Minimum Rounds:	14	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	70	IPSC Poppers	0	IPSC Mini Poppers	0
Distances:	7-12 m	Plates	14		
Start:	Audible Signal	No-Shoots	8		

Start Position: Standing erect facing downrange, heels touching the marks in "A" or "B", hands hanging naturally, Shotgun loaded chamber empty (Option 2) flat on the table muzzle pointing downrange, as demonstrated.

Procedure: On the start signal, engage all targets from within the shooting area.

Briefing Notes: Stage designated as **BIRDSHOT AMMUNITION ONLY**.
Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 2:



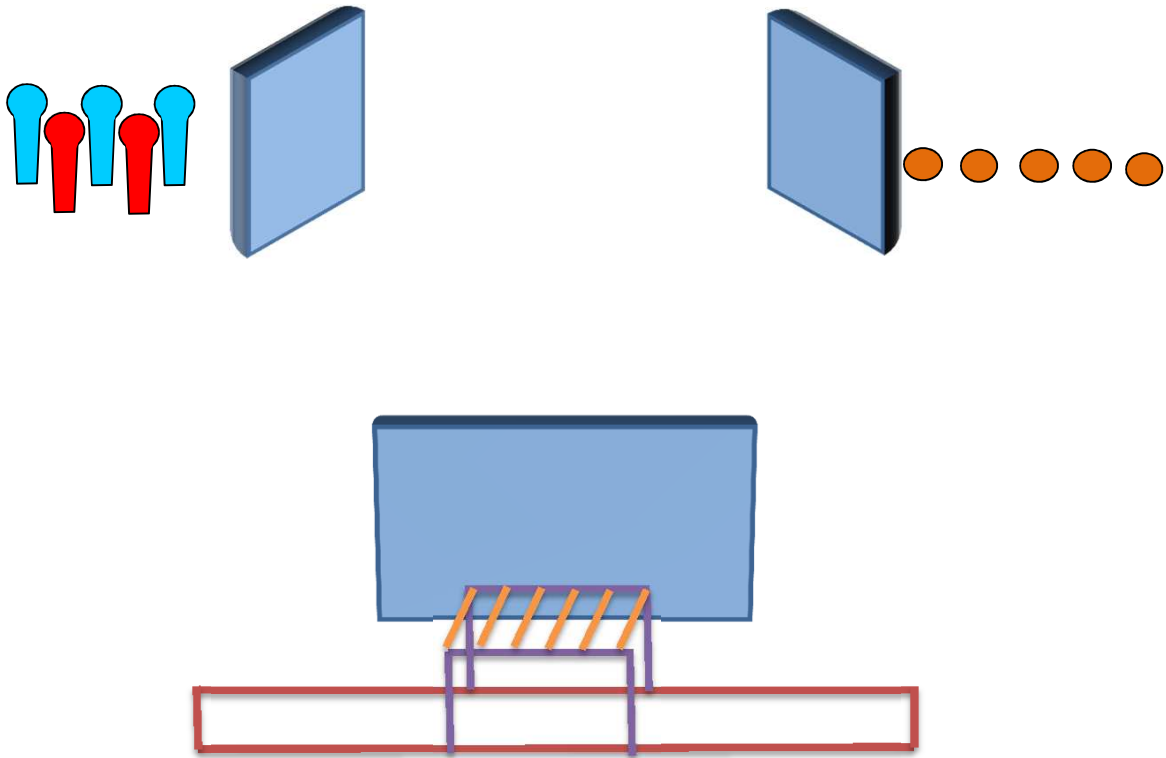
Type:	Short Course	Targets:			
Minimum Rounds:	6+2 Clays BONUS	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	30 + 20 BONUS	IPSC Poppers	4	IPSC Mini Poppers	0
Distances:	10-15 M	Plates	2	Clays	2
Start:	Audible Signal	No-Shoots	0		

Start Position: Standing inside the barrel facing downrange, Shotgun loaded chamber empty (Option 2) muzzle pointing downrange, held in strong hand, holding the rope with the weak hand.

Procedure: On the start signal, engage all targets from inside the barrel.

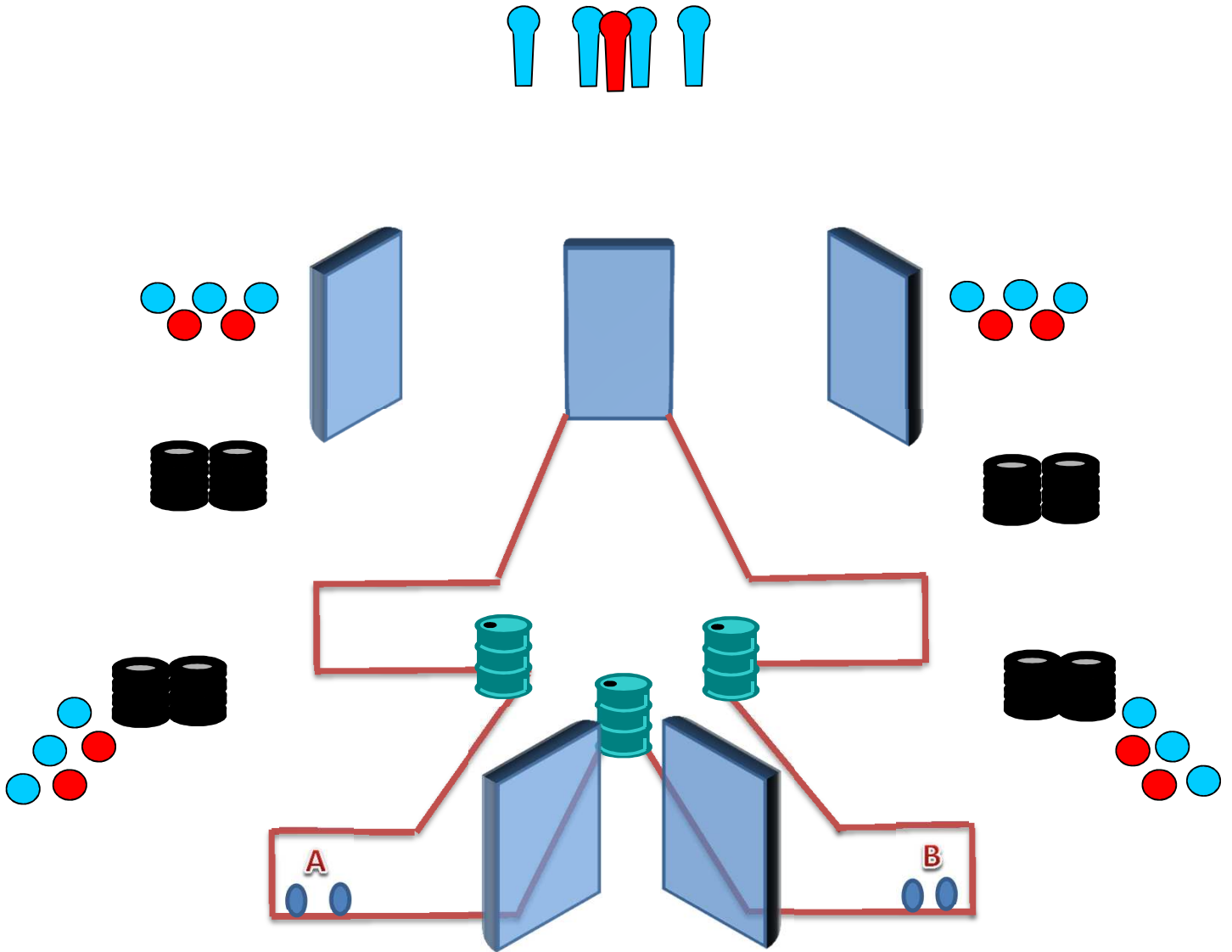
Briefing Notes: Stage designated as **BIRDSHOT AMMUNITION ONLY**.
Upon releasing the rope, barrel will swing back and forth.
Safety Angles: $\pm 90^\circ$ Azimuth, Backstop in Elevation.
Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 3:



Type: Short Course		Targets:			
Minimum Rounds:	8	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	40	IPSC Poppers	3	IPSC Mini Poppers	0
Distances:	10-15 m	Plates	0	Clays	5
Start:	Audible Signal	No-Shoots	2		
Start Position:	Standing anywhere within the shooting area, facing downrange, Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.				
Procedure:	On the start signal, engage all targets from within the shooting area.				
Briefing Notes:	Stage designated as BIRDSHOT AMMUNITION ONLY . Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation. Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.				

Stage 4:



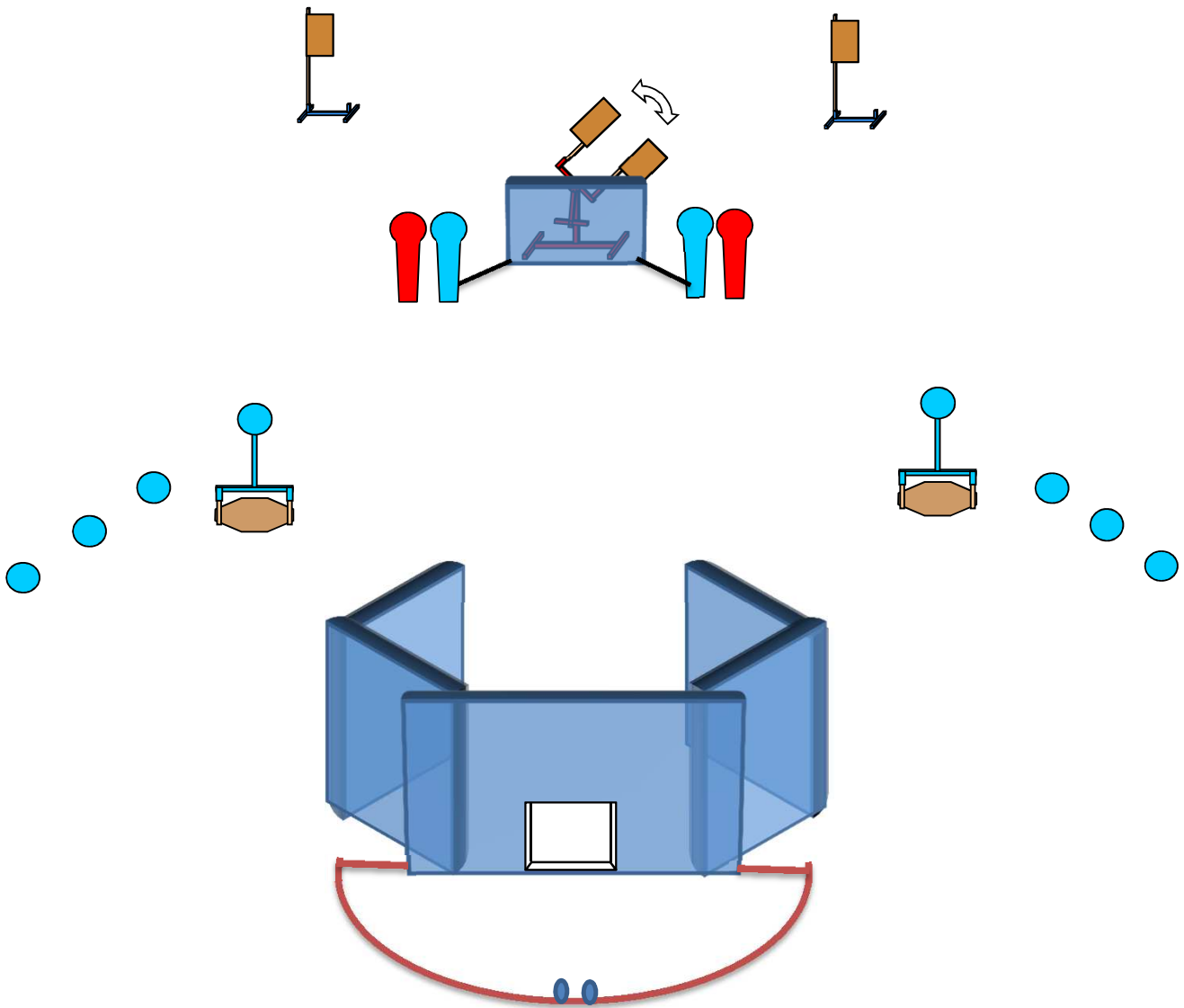
Type:	Medium Course	Targets:			
Minimum Rounds:	16	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	80	IPSC Poppers	4	IPSC Mini Poppers	0
Distances:	7-15 m	Plates	12		
Start:	Audible Signal	No-Shoots	9		

Start Position:	Standing erect facing downrange, heels touching the marks, (A or B), Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.
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Procedure:	On the start signal, engage all targets from within the shooting area.
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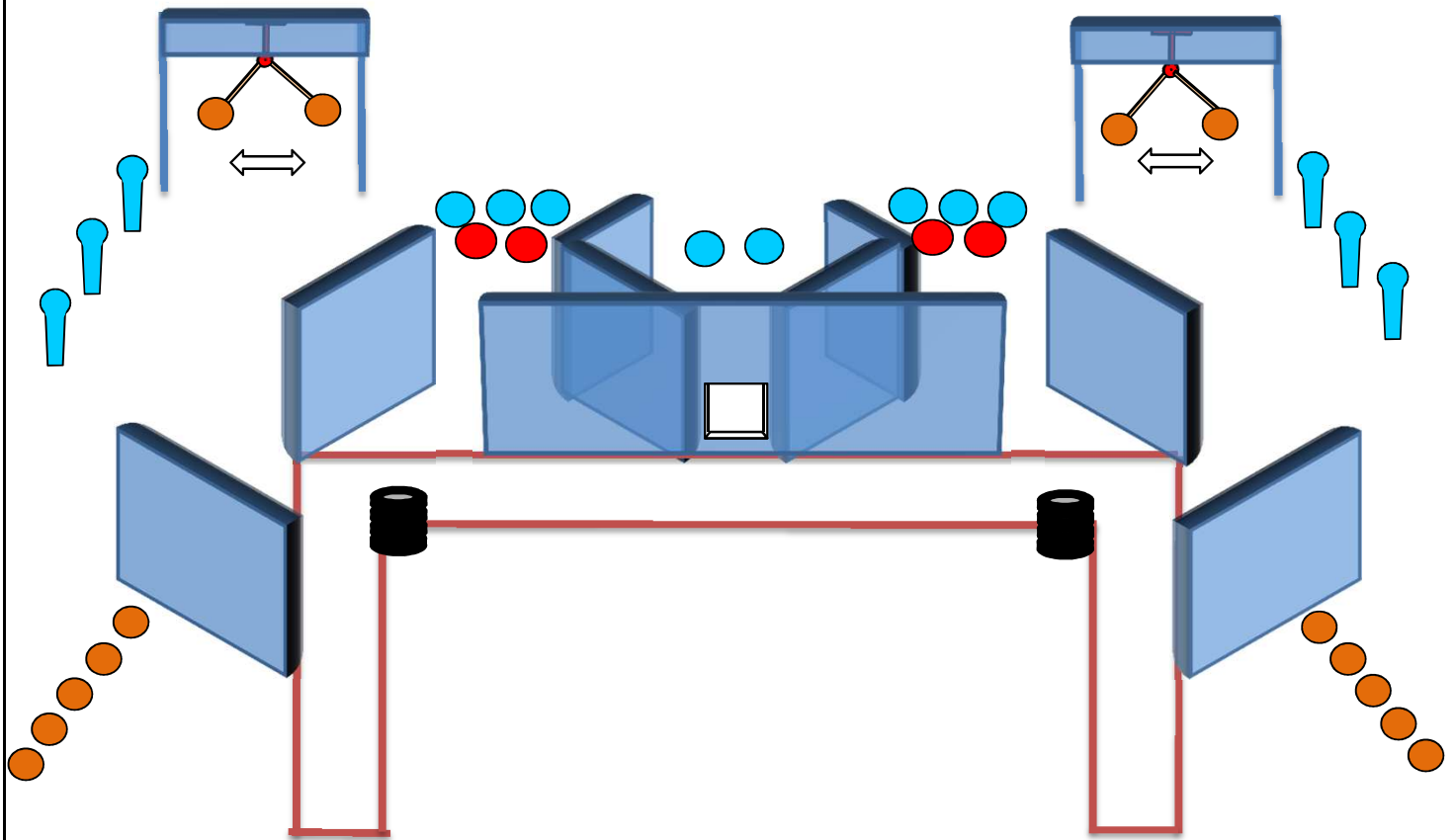
Briefing Notes:	<p>Stage designated as BIRDSHOT AMMUNITION ONLY.</p> <p>Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation.</p> <p>Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.</p>
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Stage 5:



Type:	Medium Course	Targets:			
Minimum Rounds:	16	IPSC Targets	2	IPSC Mini Targets	0
Max Points:	110	IPSC Poppers	0	IPSC Mini Poppers	2
Distances:	10-20 m	Plates	8	IPSC A4 Targets	4
Start:	Audible Signal	No-Shoots	2	Clays	0
Start Position:	Standing erect facing the barricade, heels touching the marks, Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.				
Procedure:	On the start signal, engage all targets from within the shooting area.				
Briefing Notes:	<p>Stage designated as BUCKSHOT (Max 9 Pellets) AMMUNITION ONLY.</p> <p>Scoring Poppers will activate swinger with double A4 target that will remain partially visible at the end of the designed movement.</p> <p>Farthest plates, upon being hit, will raise paper targets.</p> <p>Safety Angles: $\pm 90^\circ$ Azimuth, Backstop height in Elevation.</p> <p>Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.</p>				

Stage 6:



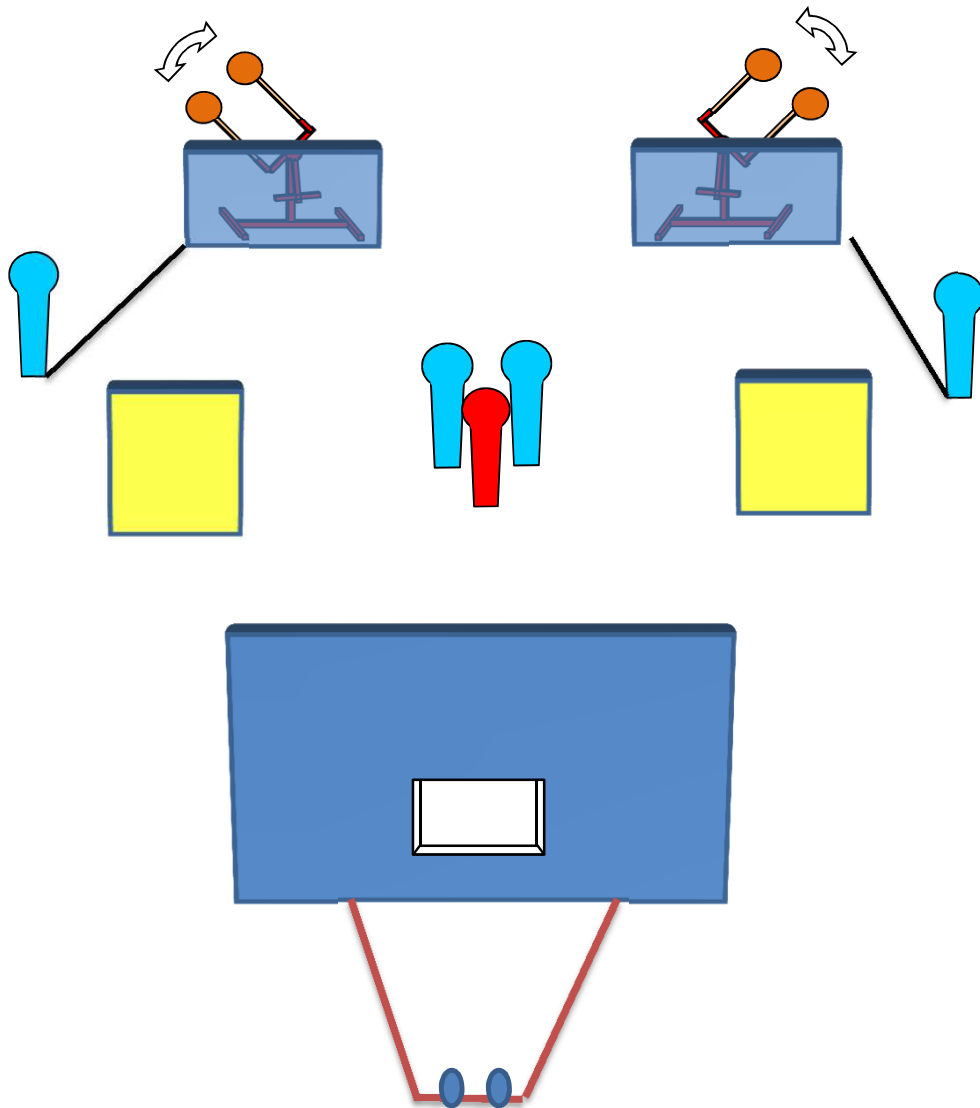
Type:	Long Course	Targets:			
Minimum Rounds:	28	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	140	IPSC Poppers	6	IPSC Mini Poppers	0
Distances:	7-15 m	Plates	8	Clays	14
Start:	Audible Signal	No-Shoots	4		

Start Position: Standing anywhere within the shooting area, facing downrange, Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.

Procedure: On the start signal, engage all targets from within the shooting area.

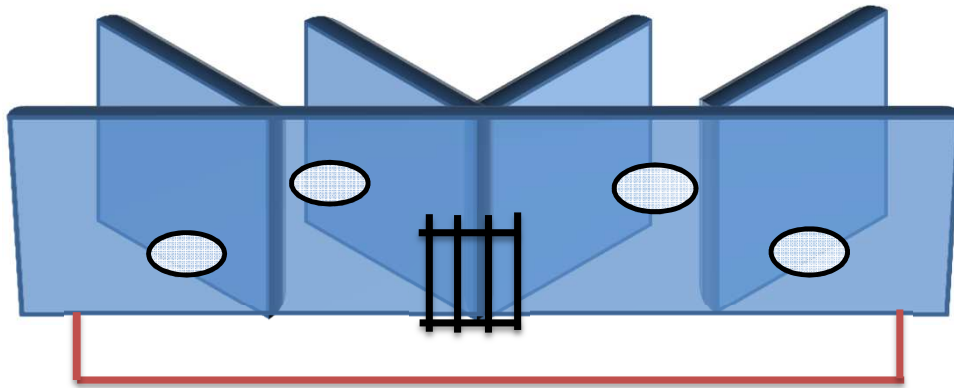
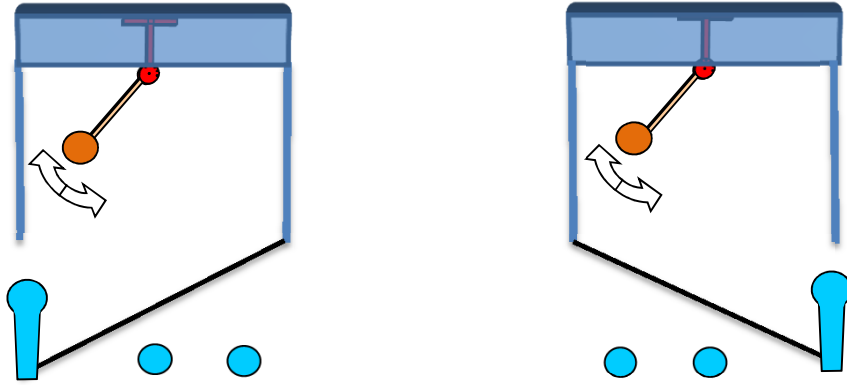
Briefing Notes: Stage designated as **BIRDSHOT AMMUNITION ONLY**.
Poppers 3 and 4 will activate the swinging Clay targets that will remain visible at the end of the designed movement.
Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation.
Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 7:



Type:	Short Course	Targets:			
Minimum Rounds:	8	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	40	IPSC Poppers	4	IPSC Mini Poppers	0
Distances:	8-15 m	Plates	0	Clays	4
Start:	Audible Signal	No-Shoots	1		
Start Position:	Standing erect facing the barricade, heels touching the marks, Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.				
Procedure:	On the start signal, engage all targets from within the designated area.				
Briefing Notes:	<p>Stage designated as BIRDSHOT AMMUNITION ONLY.</p> <p>Lateral (farthest) Mini Poppers will activate swinger Clays.</p> <p>Swingers will remain partially visible at the end of the designed movement.</p> <p>Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation</p> <p>Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.</p>				

Stage 8:



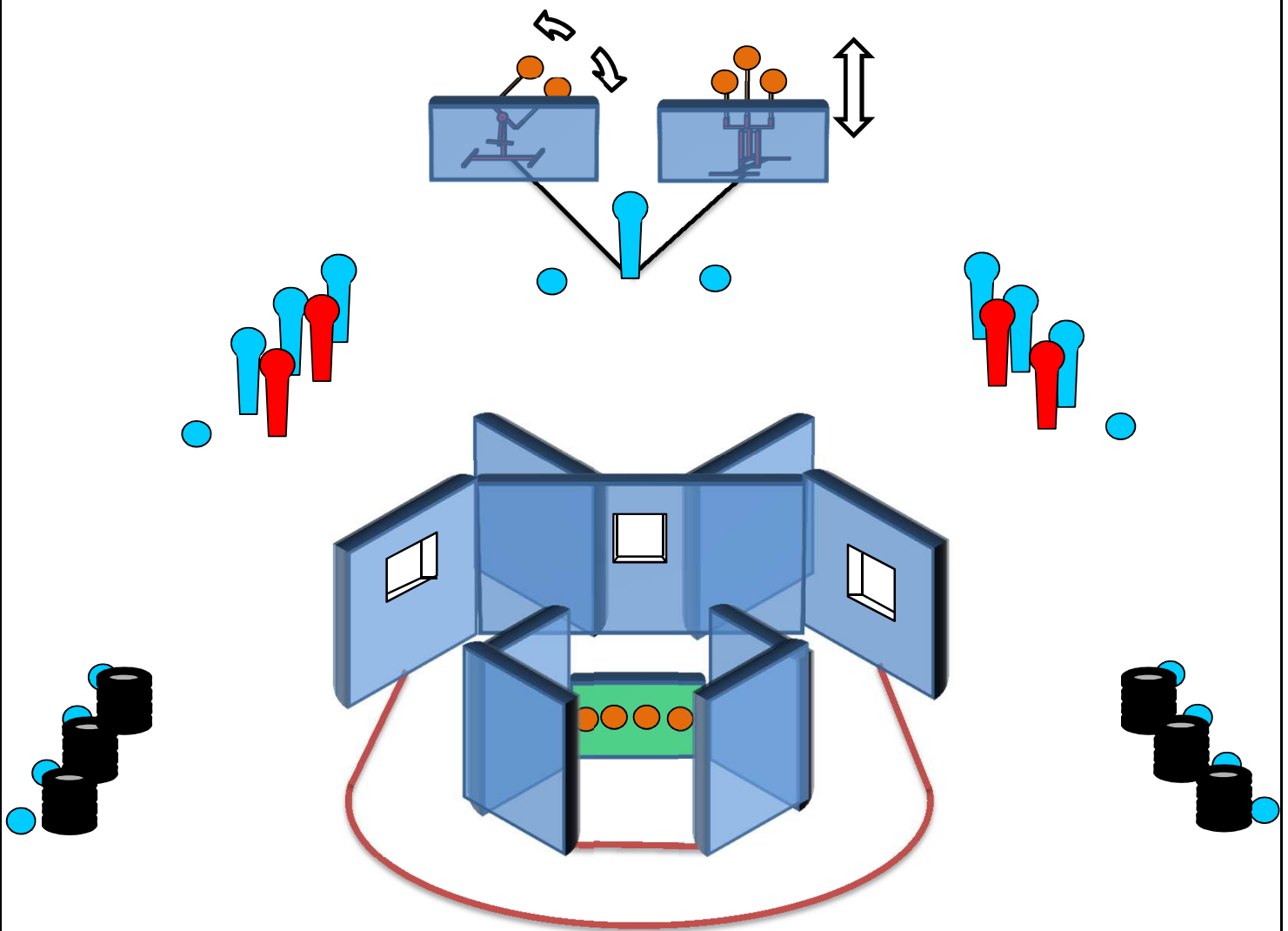
Type:	Medium Course	Targets:			
Minimum Rounds:	14	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	80	IPSC Poppers	2	IPSC Mini Poppers	0
Distances:	7-18 m	Plates	4	Clays	6
Start:	Audible Signal	No-Shoots	2	IPSC A4 Targets	2

Start Position: Standing anywhere within the shooting area, facing downrange, Shotgun Unloaded (Option 3) on the rack as demonstrated.

Procedure: On the start signal, engage all targets from within the shooting area.

Briefing Notes: Stage designated as **BUCKSHOT (Max 9 Pellets) AMMUNITION ONLY**. Poppers will activate swinger Clay targets that will remain partially visible at the end of the movement.
Safety Angles: $\pm 90^\circ$ Azimuth, Backstop height in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 9:



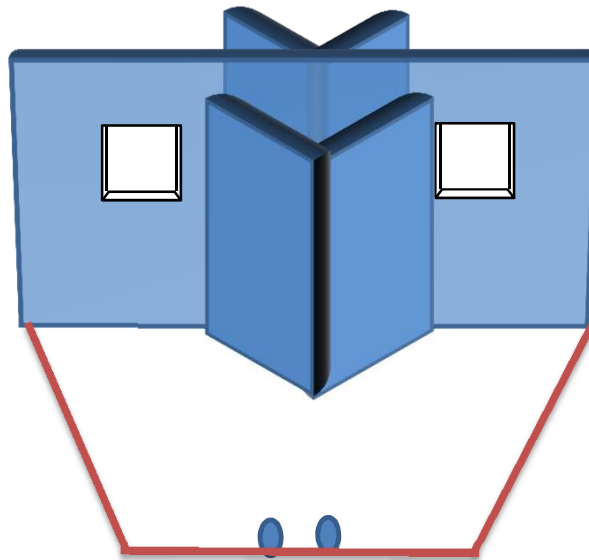
Type:	Short Course	Targets:			
Minimum Rounds:	28	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	140	IPSC Poppers	7	IPSC Mini Poppers	0
Distances:	7-18 m	Plates	12	Clays	9
Start:	Audible Signal	No-Shoots	4		

Start Position: Standing anywhere within the shooting area, facing downrange, Shotgun loaded (Option 1) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.

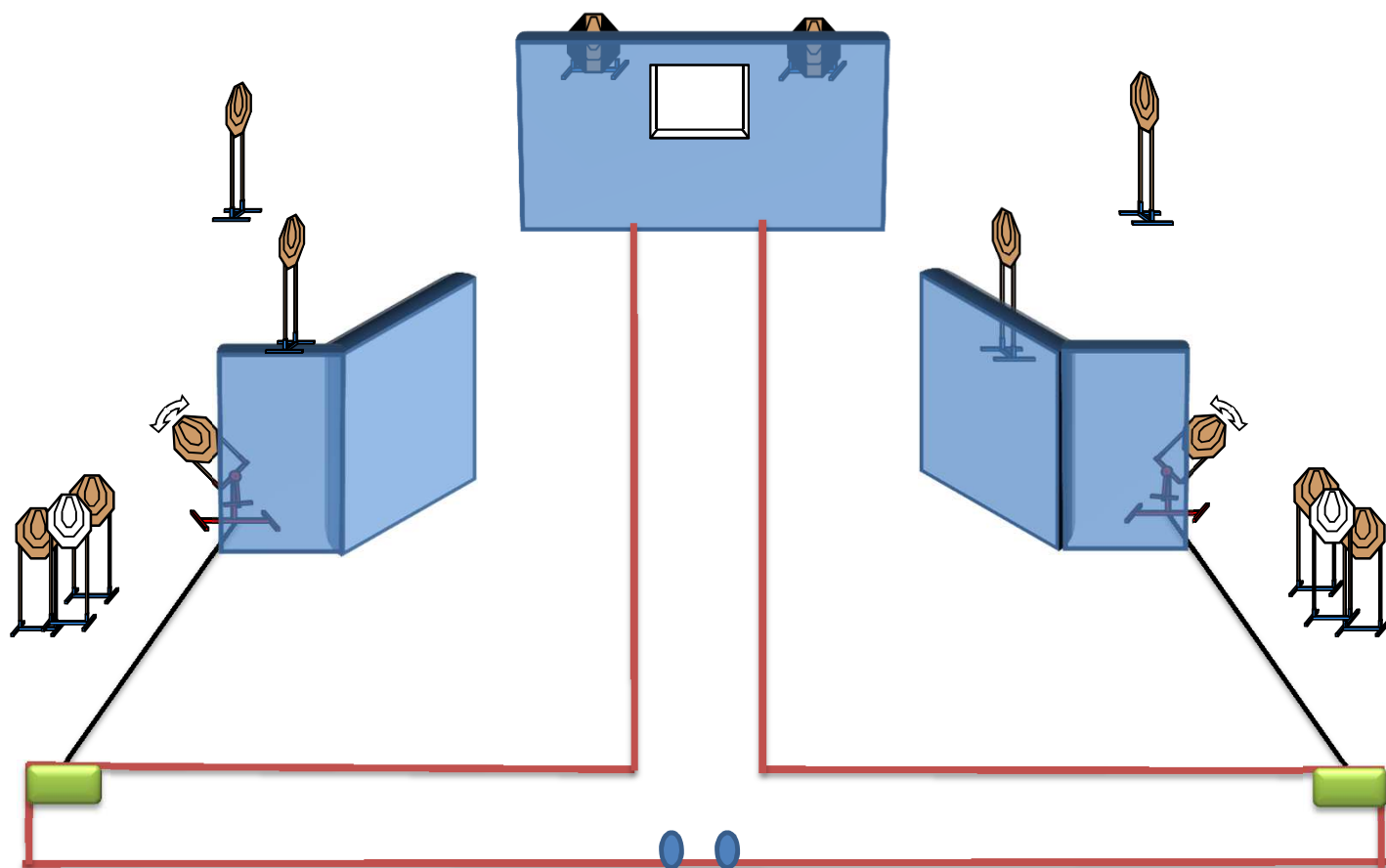
Procedure: On the start signal, engage all targets from within the shooting area.

Briefing Notes: Stage designated as **BIRDSHOT AMMUNITION ONLY**.
 Central Popper will activate swinging clay targets that will remain visible at the end of the designed movement.
Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 10:

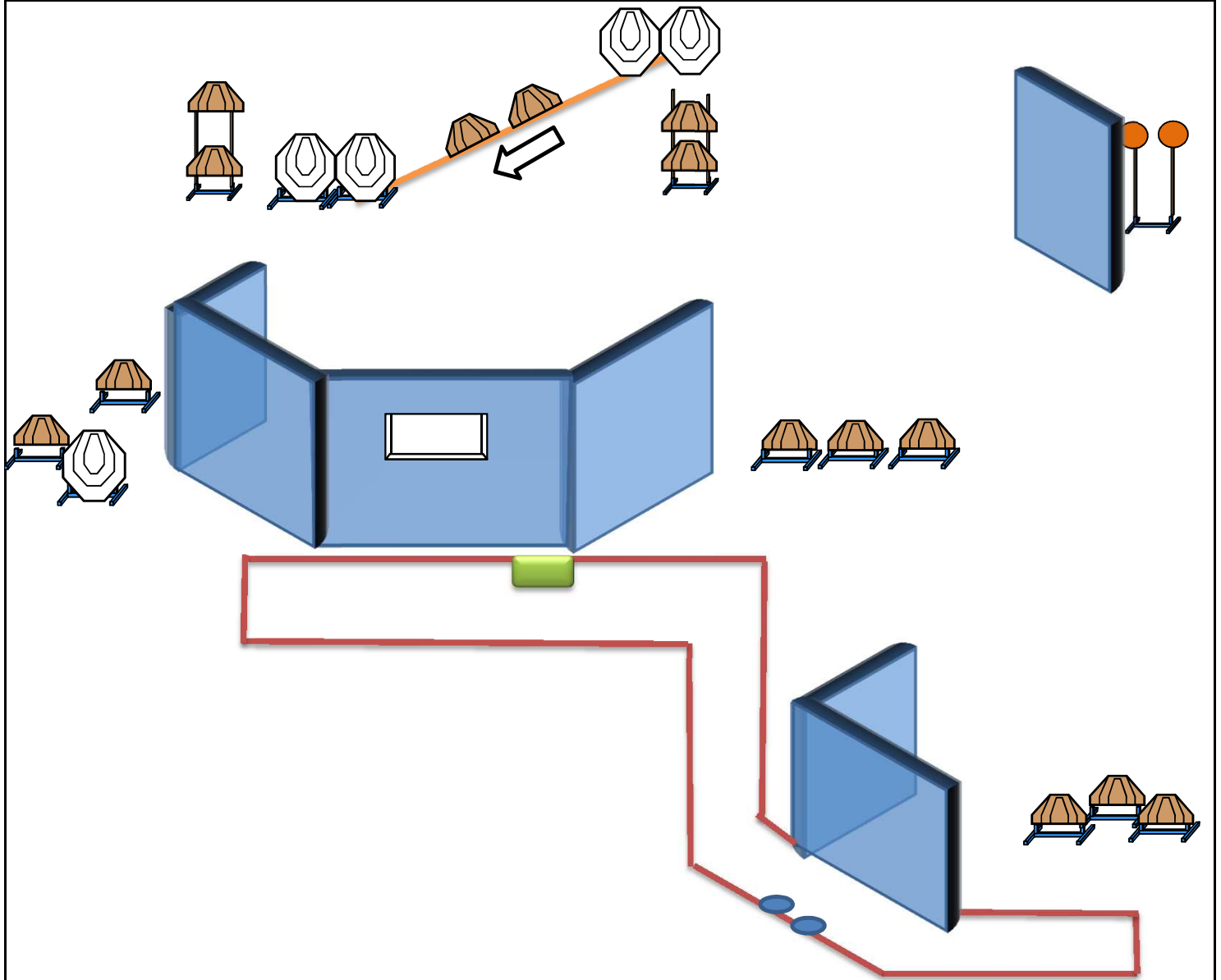


Type:	Short Course	Targets:			
Minimum Rounds:	7	IPSC Targets	0	IPSC Mini Targets	3
Max Points:	35	IPSC Poppers	0	IPSC Mini Poppers	0
Distances:	15-25 m	Plates	0	Clays	4
Start:	Audible Signal	No-Shoots	0		
Start Position:	Standing erect facing the barricade, heels touching the marks, Shotgun Unloaded (Option 3) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.				
Procedure:	On the start signal, engage all targets from within the shooting area. Single best hit on paper will count for score.				
Briefing Notes:	Stage designated as SLUG AMMUNITION ONLY . Safety Angles: $\pm 90^\circ$ Azimuth, Backstop height in Elevation. Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.				



Type:	Medium Course	Targets:			
Minimum Rounds:	14	IPSC Targets	14	IPSC Mini Targets	0
Max Points:	70	IPSC Poppers	0	IPSC Mini Poppers	0
Distances:	7-25 m	Plates	0		
Start:	Audible Signal	No-Shoots	3		
Start Position:	Standing erect facing downrange, heels touching the marks, Shotgun loaded chamber empty (Option 2) held naturally in weak hand only, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.				
Procedure:	On the start signal, engage all targets from within the shooting area. Single best hit on paper will count for score.				
Briefing Notes:	<p>Stage designated as <u>SLUG</u> AMMUNITION ONLY.</p> <p>Stepping on the platforms will activate swingers that will remain partially visible at the end of the movement.</p> <p>Safety Angles: ±90° Azimuth, Backstop height in Elevation.</p> <p>Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.</p>				

Stage 12:



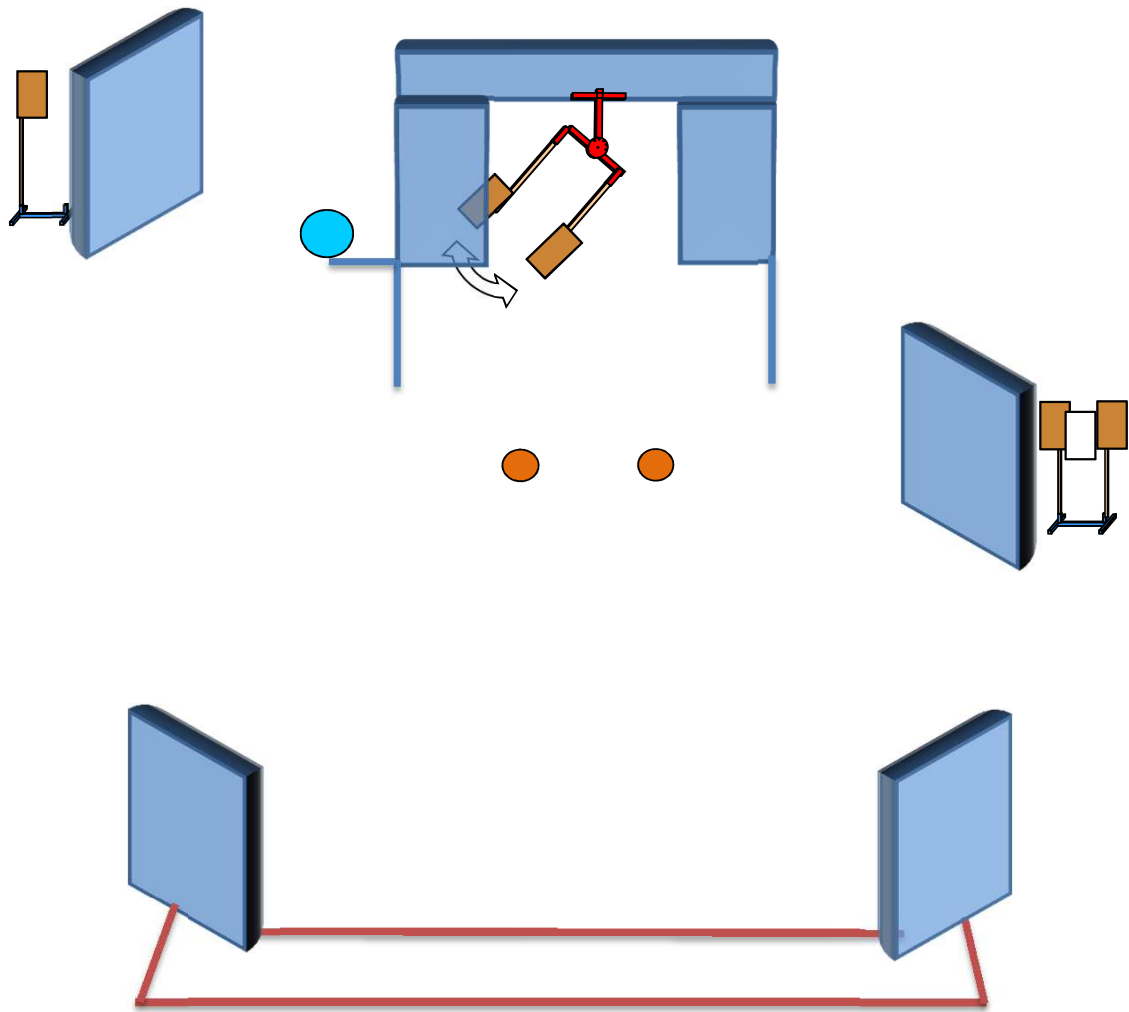
Type:	Medium Course	Targets:			
Minimum Rounds:	16	IPSC Targets	14	IPSC Mini Targets	0
Max Points:	80	IPSC Poppers	0	IPSC Mini Poppers	0
Distances:	5-25 m	Plates	0	Clays	2
Start:	Audible Signal	No-Shoots	5		

Start Position: Standing erect facing the barricade, heels touching the marks, Shotgun loaded chamber empty (Option 2) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.

Procedure: On the start signal, engage all targets from within the shooting area.

Briefing Notes: Stage designated as **SLUG AMMUNITION ONLY**.
 Step pad will activate the moving targets that will remain partially visible at the end of the movement.
Safety Angles: $\pm 90^\circ$ Azimuth, Backstop height in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 13:



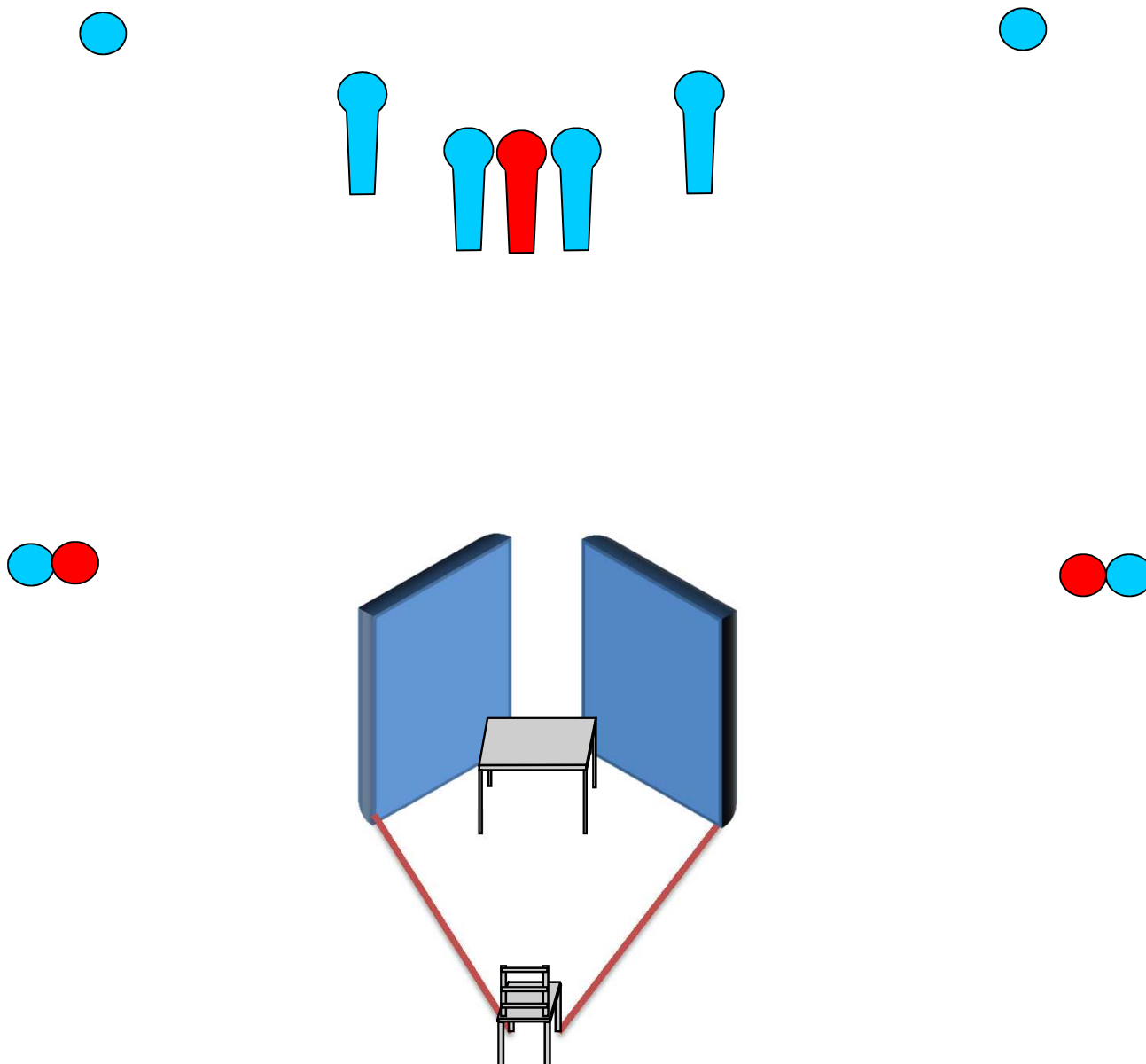
Type:	Short Course	Targets:			
Minimum Rounds:	8	IPSC Targets	0	IPSC Mini Targets	0
Max Points:	65	IPSC Poppers	0	IPSC Mini Poppers	0
Distances:	8-18 m	Plates	1	Clays	2
Start:	Audible Signal	No-Shoots	1	A4 IPSC Targets	5

Start Position: Standing anywhere within the shooting area, facing downrange, Shotgun loaded chamber empty (Option 2) held in both hands, stock touching at hip level, muzzle pointing downrange, loading port facing the ground.

Procedure: On the start signal, engage all targets from within the shooting area.

Briefing Notes: Stage designated as **BUCKSHOT (Max 9 Pellets) AMMUNITION ONLY**. Plate will activate swinger with double A4 target that will remain partially visible at the end of the designed movement.
Safety Angles: $\pm 90^\circ$ Azimuth, Backstop height in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.

Stage 14:



Type: Short Course
Minimum Rounds: 8
Max Points: 40
Distances: 8-20 m
Start: Audible Signal

Targets:

IPSC Targets	0	IPSC Mini Targets	0
IPSC Poppers	4	IPSC Mini Poppers	0
Plates	4		
No-Shoots	3		

Start Position: Sitting on the chair, shotgun loaded chamber empty (Option 2) flat on the table, muzzle pointing downrange.

Procedure: On the start signal, engage all targets from within the designated area.

Briefing Notes: Stage designated as **BIRDSHOT AMMUNITION ONLY**.
Safety Angles: $\pm 90^\circ$ Azimuth, 90° in Elevation.
 Shooters that have already completed their attempt at Course of Fire are kindly requested to help resetting the stage after the subsequent competitor has finished shooting.